Northwest Apple Pickers

USER GROUP CONNECTION

CompuNik

May 1990

Volume V Number V

Warning to All Macintosh Users! Trojan Horse Alert!

by James Ostlund

Note: This is a reprint of a notice issued by James Ostlund, director of User Services of the Office of University Computing at the University of Notre Dame — Matt Gallagher

Several new and vicious Macintosh trojan horses programs have just been discovered in the western U.S. and Canada. The programs destroy information on both floppy disks and hard disks. Two different strains have been identified. Both are dangerous. A third less dangerous variety has also been isolated.

It is extremely important that the Macintosh community at Notre Dame be aware of this situation in order to protect spreading these trojan horse programs or from becoming victims of them. The following information, condensed from several electronic mail messages, describes the programs and what they do:

The first strain is imbedded in a program called 'Mosaic,' Type=APPL and Creator=????. When launched, it immediately destroys the directories of all available physically unlocked hard and floppy disks, including the one it resides on. The attacked disks are renamed 'Gotcha!'

Unmounted but available SCSI hard disks are mounted and destroyed by the trojan. The files of hard disks are usually recoverable with one of the available commercial file utility programs, but often the data file names are lost. Files on floppy diskettes usually loose their Type and Creator codes as well, making recovery a non-trivial procedure.

The second strain was detected in a Public Domain program called 'FontFinder,' Type=APPL and Creator=BNBW. It has a trigger date of 10 Feb 90. Before that date, the application simply displays a list of the fonts and point sizes in the System file.

On or after that trigger date, the trojan is invoked and disks are attacked as for the first strain. The

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General Meeting

Sunday, May 13th, 7:00 p.m. at the Lakewood library

Graphics

Apple II, IIGS, Macintosh SIGs

Between meetings, meet your friends on these bulletin boards (24 hours):

- **NWAP:**
  - **Bit Bucket 565-1424**
  - **The right place 582-7283**
  - **Unicorn 472-9331**
- **Bunny (Mac) 863-8662**
- **Flagship (Mac) 952-6174**
- **Gopher hole 584-3320**
- **Total Access 472-9884**

For more information about NWAP activities or events, call (voices):

Bob	582-2726
Murray	584-6524

Special Interest Groups

Check out the calendar on the back page for times and locations

ComputerNik: **A person who has a deep interest in computers.**

The Northwest Apple Pickers

NWAP is an Apple user group which meets the second Sunday of every month at Lakewood Library, at 7:00 p.m. The library is located at 6300 Wildaire Rd. in Lakewood. Annual dues are $25 for an individual or family. Send inquiries to Northwest Apple Pickers, P.O. Box 98808, Tacoma, WA 98498-0808.

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Articles printed in this newsletter are available in *PageMaker* (for the Macintosh) or *ASCII text* (for the Macintosh or Prodos for the Apple II) format. In order to obtain a copy of an article, please send a request along with a SASE and a blank disk to the above address.

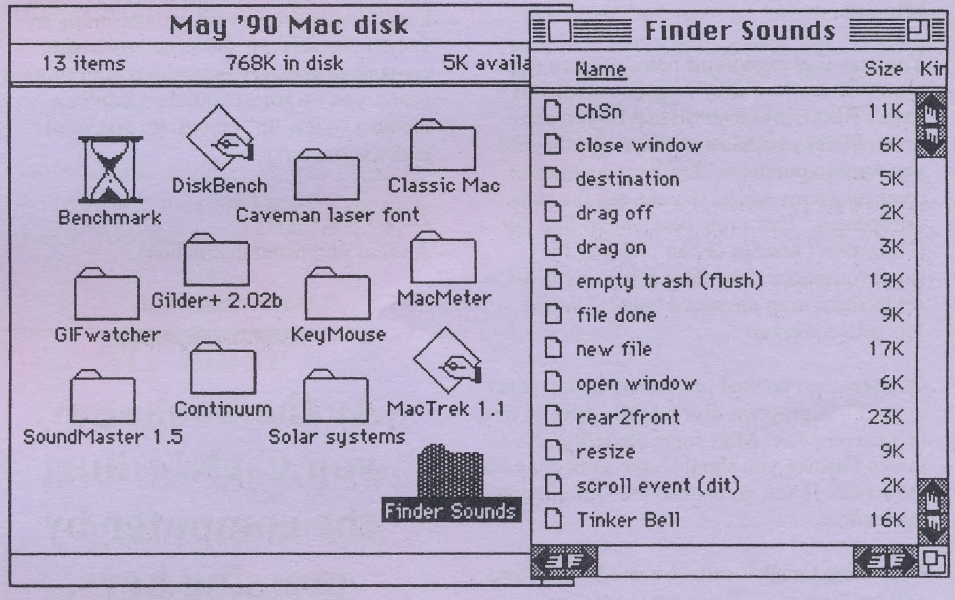
Northwest Apple Pickers members may place personal classified ads at no cost when there is room available in the newsletter. Personal ads will be run at the discretion of the directors.

In this issue, trademarked names are used. Rather than put a trademark symbol in every occurrance of the name, we state that we are using the names only in an editorial fashion, and to the benefit of the trademark owner, with no intention to infringe on the trademark.

The Northwest Apple Pickers is requesting donations of the following items. Remember, your donations are tax deductible.

5.25 inch drive – for the Apple II software library
3.5 inch drive – for the Apple IIgs software library
Hard drive – for the Macintosh software library

Benchmark - See how your Macs compare to others
DiskBench - Compare your mac to others (again)
Classic Mac - Allows classic Macs to run system 6.04+ (read article on page 6)
GIFwatcher - view GIF graphics even while downloading
Gilder+ 2.02b - Fly a paper airplane (glider) thru different rooms
KeyMouse - Use your mouse as a keyboard
MacMeter - See where your Mac spends it's time
SoundMaster 1.5 - The BEST, now has 15 finder events (31 total)
Continuum - A great space game (like Gravitron)
Solar system - New systems for Gravitation 4.0 *f*
MacTrek 1.1 - Classic Startrek game, very good. If you do not know the game then you need to play.
Finder Sounds - New sounds for SoundMaster 1.5



Mac disk of the month

Get yours at the general meeting for only $5 ($7.50 non-members)

Basic Computing

A real beginning... part 2 of 4
Getting Started

By Jack Taylor, NWAP member

In order NOT to repeat all those operators manuals & books here, we'll have a quick "course" to startup.

Number one

READ these books! Cover to Cover! Don't throw those boxes away either!...They come in real handy for moving, storage, and in the terrible event that service is necessary, taking it back to the store or service shop. And what better way to do it than in the box that was designed for it. Although not by much, it should enhance the sale price if you later decide to sell it. The monitor box makes a good clothes basket too! (only kidding!) The books will show you how to hook everything up. If you can't do it, just call the place you bought it. You DID spend quite a lot of money there, and they're always happy to help you out.

You may find exceptions here, and you sure want to know how they're gonna act if you have a REAL problem. So maybe you can find a friend who has a machine like the one you want to purchase. Try it out and gather some questions which you can ask the store salesperson. This is the best way to find out. If they don't want to or can't answer the simple questions, how easy is it going to be to get the hard ones answered later? I know! Join a User Group!

Ok...we're all hooked up, turned on and ready to go! Put a program disk into the drive & turn on the computer. After some clattering, & screen flashing you should have something on the screen. If not, go back to the "installation" instructions.

Depending on what software you bought, you will see "menu's". These are the screen displays that give you choices of what to do.

You should see something like below.... (this would be the "text" interface.)

```
===== THIS IS XYZ PROGRAM =====
1. Make a NEW File.
2. Work on an Old File.
3. Work on the Current File.
4. Save this File.
5. Quit
==============================
```

You simply select the number you want and press return. Whatever choice you make here will determine what you do next. The biggest job in writing a program is getting the user to do what the program needs, in an understandable way.

Go ahead and experiment. As the books say, you CAN'T hurt the computer by pressing keys. You're on your way to becoming an addict! But relax, it's a common disease, contagious and very rewarding! Don't forget now....you've got a computer! You're a member of the "In" crowd. (Is that word really still used?)

A program

A set of numbered instructions.

As the books say, you CAN'T hurt the computer by pressing keys.

Line by line instructions, that the computer executes a line at a time to get different tasks accomplished.

Example: This short BASIC program makes your screen fill up with your name and scrolls off (move up). It would look something like this.

```
10 Print "Your Name HERE"
20 GOTO 10
```

The computer starts at line 10. After it's done with line 10, it goes to line 20 and does that one. Since line 20 says to go back to line 10, the computer does exactly that! Again and again and again and again. In fact... you'll have to hit "control-c" or "control-reset" to stop this one...

A REAL program will have many many lines. Each line does just a little more than the last one did. Once the computer has executed the programs "highest" numbered line, this part of your task has been completed. The computer will return to the lowest numbered line, and start over. Continually. Until you tell it to stop, or until the program offers a stop & quit option or until it gets another instruction to go to another task or routine or job.

If you have an accounting program for example, one line may read something like "Get customer name. " The program would print that on the screen, halt and wait for you to press in the name and then it would go to the next line that may say "Get customer Number," then execute the display, halt and wait routine again. This would go on and on until it finally completes an invoice or "sale" ticket, prints it out, and saves it, then goes on to start the whole process over again.

So a program gives the computer instructions line by line, for a specific task...whether it be an accounting program, a game, or a national defense protection system.

Computer languages

There are many many different "computer" languages out there, but to avoid lots of confusion, the example above is in the AppleSoft "BASIC" language. Languages simply are.. the way the program talks to the computer in its own terms, and native tongue.

Let that soak in a moment.

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Software review

BattleChess

My sword and shield were readied as the bishop drew nearer. His holy white garb and staff hid his violent nature. I approached him, my armor clinking against the marble checkerboard floor. My blade was hungry for blood and the bishop was going to be it's next meal. The holy man looked calm as he held his staff in front of him. He pushed a button on the wooden staff and a blade came through the wood at the end of his stick. His blue eyes were raging; raging for my death. The priest chanted some ancient words, as the hall around us echoed his forbidden summoning. The air around us filled with electricity, and my opponent lifted his staff into the air with both hands. His ancient mouth change as a smile started cracking across his face. Instinctively, I held up my shield ready for the mystic onslaught that the bishop was about to deliver. Battle Chess is a chess game for the Amiga, but with a new twist.

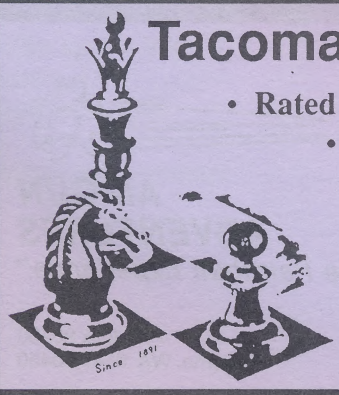
When booting the game, the user is beheld with the 3-D animated figures which represent chess pieces. Each one is highly detailed and graphically outstanding. Moving a piece adds even more realism to the game, as the figures actually move! Pawns move forward, knights march, and even the Queen's hips sway as she moves. The sound accompanied by each piece adds to the quality of the game, as the knight's armor chinks as he marches, and the bishop's leather sandals are heard slapping against the marble floor. Clicking the menu reveals a scroll held by two cupids, whose wings flap profusely as the user chooses an option. Battle Chess allows a player to set-up the pieces on a 2 dimensional board to allow users to play classic strategies or testing new ones. You can take back a move, or replay a move in case of mistake. The computer can offer help by using the suggest move menu option, and the computer can play at 9 different playing levels. Two human players, a player vs. the Amiga, the Amiga playing itself, or two human players over a modem can engage in Battle Chess

Movement is made by simply clicking the piece and then clicking it's destination. If you take an opponent's piece though, the action begins. The two pieces will converge on the one square, and will actually combat each other for it. Bishops staves turn into spears as they stab queens, Knights chop pawns puny weapons in halve as they engrave their swords into the pawn's head. The graphics are not gruesome and some are particularly humorous. The sound and animation during these combats are breathtaking. Like chess, though, the captured piece always loses.

Battle Chess adds a new dimension to chess. The only problems with this game is that there are a limited number of action combats, so continuous viewing may cause boredom to some people. The graphics and sound reveal that Interplay is not limited to role-playing games, but can be just as creative in the strategy market. I recommend this game to a chess enthusiast, a person looking for a game with a twist, or simply as a game to admire the Amiga's capabilities. A good effort by Interplay.

Interplay Productions
1575 Corporate Drive
Costa Mesa, CA
(714) 549-2411

My blade was hungry for blood and the bishop was going to be it's next meal.



Tacoma Chess Club

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- Casual Chess
- Chess Library

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Tacoma, WA
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566-0351

512Ke: System 6.0.4 and The "Classic Macs"

by Anthony J. Oresteen, Dec 1989

Using an upgraded 128K or 512Ke Macintosh with System 6.0.X can cause problems with some control panel devices. This tech note will shed some light on the problems.

The new Macintosh System Software 6.0.4 is out as well as the new release of Hypercard (1.2.5). If you have an old 128K RAM, 512K RAM, or 512Ke RAM motherboard Apple says you can't use the new software. This is NOT TRUE!!! You can if you have enough RAM, the right ROMS, and a couple of INITs.

My motherboard is a 128K RAM motherboard I bought in 1984 that I have added a SCSI port, 2 megs of RAM, 800K Floppy drives, and the 128K ROMS. I used system 6.0.2 all year and recently installed system 6.0.4 with no problems.

First, you must have the 128K ROMS of the Mac Plus. If you have the original 64K ROMS, you can ***not*** use System 6.0 or newer. If you haven't bought the 800K disk drive and 128K ROM upgrade, RUN to your dealer and buy it before they are discontinued. Before you buy it though, ask about the price of a Mac Plus motherboard upgrade. If the price is right, buy the Mac Plus motherboard. You get a SCSI port and can use SIMMS to upgrade the RAM to 4 megs. This is the way to go if you can afford it. {Note: Mac Plus's new sell for $950 with an Educational discount and for about $1200 on the street. Compare before you buy.}

Secondly, you must have at ***least*** 1 meg of RAM. If you have the 128K ROMS and 512K RAM, you can't run system 6.0 or higher and have much memory left. Most applications won't boot due to lack of memory.

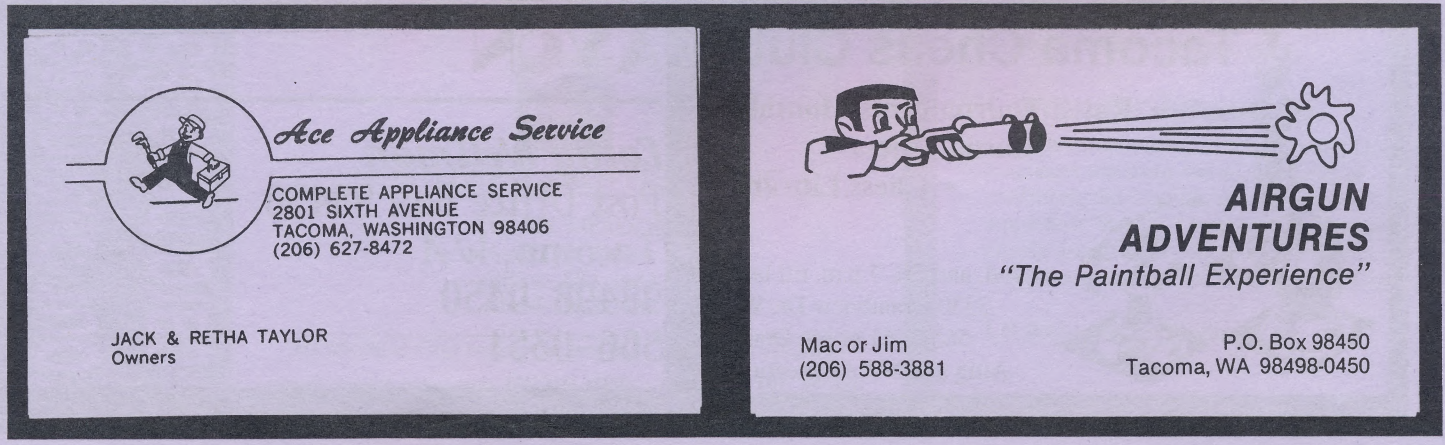
The main difference between a Mac Plus and a "Classic Mac" with 128K ROMS is the PARAMETER RAM (forget the SCSI port & RAM, it's not important here). The Mac Plus added more RAM to the battery backed up PARAMETER RAM and it is called XPRAM (for eXtended RAM I guess). System 6.0 uses the XPRAM for SOUND and the MAP control panel devices. Using upgraded "Classic Macs" with the new systems causes problems with the SOUND and MAP devices.

If you have enough RAM, the right ROMS, and a couple of INITs.

The solution is to use some clever software that uses disk space to store the extra XPRAM values. There are two INIT's on Genie (included with this file) that fix the problem. The sound INIT 1.0.1 by Scott Armitage is file #11944 and the Map Fix INIT by R. Butcher is file# 11634. Below are the directories & info on Genie. I have included the complete files for convenience here. Read Scott Armitage's document, it explains his SOUND INIT well (it's attached at the end of this document).

```
Number: 11634  Name: MAPFIX INIT
Address: RBUTCHER  Date: 881031
Approximate # of Bytes: 1260
Num. of Accesses: 230  Library: 6
```

```
Description:
```
I put this INIT together as a fix for those of us with System 6 software, and "non-standard" Mac upgrades and 512KE machines, third party SCSI's, etc... This INIT, when used in conjunction with "512KE XPRAM INIT" (File #10200 in this Library) will allow most



To make your **classic Mac** work with the **new systems** (6.04+), get this month's **Mac disk.**

of the System 6 features to be operational for those of us who chose non-Apple upgrade paths, or do not have the new extended XPRAMs in our machines. You should now be able to use both the Sound and the Map cdev. Mapfix INIT should be placed in the System folder to be operational. Keywords: INITs, XPRAM, System 6, Map cdev, fixes

```
Number: 11944  Name: XPRAM INIT
   1.0.1.SIT
Address: S.ARMITAGE  Date: 881127
Approximate # of Bytes: 3780
Num. of Accesses: 293  Library: 6
```

Description:
System 6.0 (and above) adds Sound Manager features to MacPlus and Mac SE machines, most notably the selectable beep sounds in the Control Panel. Unfortunately, 512KE's cannot use the Control Panel beep sound selector. This INIT file gives 512KE's that capability.

This file is of use for those with 512KE's that have had third party memory upgrades and are running these new System file versions.

Keywords:
PRAM, XPRAM, INIT, BEEP, SOUND

All of us who are still using "Classic Macs" owe a big "Thank you" to Scott Armitage and R. Butcher for these clever pieces of software. Thanks guys!! Now, why doesn't Apple include similar stuff with their system software upgrades? Or, at least send out a Tech Note so that dealers would understand the problem & solution.

512ke xpram init
Version 1.0.1
September, 1988

©1988 Scott Armitage

Apple's System 6.X allows earlier Macs to have the Sound Manager features that Mac II users have had for some time. The most obvious use of the Sound Manager is to be able to select custom beep sounds in the Control Panel. To do this, Apple made use of a piece of memory (called XPRAM, for eXtended Parameter RAM) that remembers the beep setting you make in the Control Panel. Unfortunately, this memory is not present in machines older than the Mac Plus. This gives 512KE users unable to use this feature, even if they have had memory and/or SCSI port upgrades.

The 512KE XPRAM INIT (catchy name, eh?) will make your 512KE think that it has this XPRAM by storing this information somewhere else instead. A small bit of data is appended to the System file and

The solution is to use some clever software.

is read from and written to instead of the XPRAM.

To use, you must first install System 6.X into your computer. Put it on the floppies you boot from or on your hard disk. Make sure that the file "Sound" is in the System Folder. Put the 512KE XPRAM INIT in the System Folder, too. Reboot the Mac. Open the Control Panel and click on the "Sound" icon. Select the beep sound you want and you're in business.

You can add more sounds to your System file by using any of numerous sounds that have appeared on services like GEnie or CompuServe. Programs like Sound Mover can add or remove these sounds in the System file.

Revision History:
June, 1988: Version 1.0 release for System 6.0
September, 1988: Version 1.0.1 release for System 6.0.1/6.0.2

Permission is given to use 512KE XPRAM INIT free of charge and to distribute it as long as this documentation is distributed at the same time and that if you charge for the program that you do not charge more than the cost of distributing it.

Further Reference:

- *Inside Macintosh*, Volume IV, The Mac Plus Hardware page 251

Macintosh Software review

SimCity

by Hartley and Kirk Lesser

We had only just heard rumors of this game's existence when, lo and behold, the offering game into our possession. In a week when a number of new games were received, SimCity at first didn't seem like such a big deal. Oh, certainly, the cover graphics were most attractive, but a...City Simulator?

"Design and Build the City of Your Dreams" stated the cover blurbs on the back of the package. "Fight crime, unemployment and pollution. Control budgets, transit and population. Create industry, shopping centers, parks, stadiums, seaports, and airports." Well, that certainly peaked our interest right away! The back of the box pictured some intriguing graphics and indicated that seven pre-built cities were included.

OK, we took a chance. We opened the box and installed the Macintosh version on our Macintosh IIx. We immediately noticed that in order to run SimCity on the IIx we had to change the display values to black and white, two-color, via the Control Panel. Hmmmm, would prefer a color version but we still forged ahead. Especially when a flyer within the box announced that the company was getting ready to ship a Macintosh II color version soon.

The game was started and...we have been playing SimCity steadily for over 80 hours! Not only that, but our son invited two of his friends over to our house and they have been playing SimCity on three Macintosh computers for over a week for about two to three hours a night. It's gotten to the point where SimCity is taking precedence over television...will wonders never cease?

SimCity is truly fantastic software entertainment. It is also [and keep this hush] EDUCATIONAL. And the best news is that the simulation will soon be offered in formats for the Commodore 64/128, Commodore Amiga, and MS-DOS micros. SimCity should be made available for every micro used in both business and home. SimCity should be participated in both at home and at the office. It is is unique, it is refreshing, and it is stimulating.

So, rave on, MacDuff... what is it? You must manage a city, that's what. When you start the simulation you are asked if you wish to use a pre-built city (Tokyo, San Francisco, Bern, Hamburg, Rio de Janeiro, Detroit, or Boston) or build one of your own. If you select the latter, various terrains are presented as the program randomly generates such factors as waterways, trees, etc. You select the terrain that best suits what you think you need and the process starts.

You also select the game level you wish to utilize. Go Easy on yourself, and your starting budget is $20,000. A Medium game level offers $10,000, while a Hard budget is at a precarious $5,000 annual budget. The budget is driven by your expenditures versus the amount of taxes you collect during the game.

It's gotten to the point where SimCity is taking precedence over television...

The terrain is presented in a window with various icons arranged on the left side of the screen. These icons represent the various constructions available to you. Each construction requires money to manage. For example, if you click on the bulldozer icon, you are about to clear some land for building. Each press of the mouse button clears one square at a cost of $1.00. Click on the icon that looks like a house and you have built your first residential zone. Watch and you'll find a couple of houses being built by the Sims, those wee citizens that people your city. In order to keep your Sims happy, though, you must find them jobs. Which requires both Commercial and Industrial zones (each cost $100 to initiate). Let's not forget, however, that in order for the Sims to also appreciate their homes, those homes must have power. Which means you, as the city manager, had better have built a power station to supply the homes, the commercial properties, and the industries, with the necessary get-up-and-go stuff known as electricity.

Your power stations may be either coal ($3,000) or nuclear ($5,000). Still to be reckoned with is that although the power is being generated, there must be some way to get the power to the required areas. And, yes, there's the icon for power lines. Power lines must extend from the power plant directly to the buildings you wish to work, play, and live in. Power is automatically extended to buildings that abut currently powered edifices.

Continued on page 10

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Apple IIgs
Hardware review

Better graphics in your future?
SYNnovation Hopes So...

From the 816 Express, newsletter of Group Support 8/16 of Milwaukee, Wisconsin. Used with permission

Not everyone is giving up on the abilities of the IIGS! SYNnovation, a third-party company located in California, demonstrated this product at AppleFest last September, and are continuing on the development for a major graphic enhancement for the machine. Their advertising and press releases title the project: "graphics...the final frontier TURBOREZGS: taking you there and beyond."

Despite the fact that the prototype was more than just a little cranky and their demo software was limited, the response was very positive from what we could tell. So positive, in fact, that they're forging ahead and doing the design work on the 2nd stage TurboRez prototype.

When asked when the card might be ready they responded that it would probably be no sooner than late fall of '90, but with luck, they should be at AppleFest in New Jersey with the 2nd stage prototypes.

As for the ballpark price, they are figuring in the $350-$400 range. And that's assuming all goes well. What can you see for that much money in the shape of graphics you ask? PLENTY!

The TurboRez GS card is mounted in the slot 1/2 area. The card has its own video ram, and comes with 256 to 512K. The cards memory is user expandable to 1 meg, initially, and later to 4 meg, when higher density ram chips are more reasonably priced.

The stock GS RGB monitor is used, and it is still plugged into the same connector. The video ram is used to store image data, pattern data, palette data, and display list data.

Within the Color Resolution and Palette there are 4 basic pixel configurations:
1) Pure 320 mode (8 bits per pixel-256 colors)
2) Pure 640 mode (4 bits per pixel-16 colors)
3) Pure 320 mode (4 bits per pixel-like SHR)
4) Mixed 320/640

This results in images that take on an almost photographic appearance.

The palette system consists of 8 groups of 256 colors. Each palette can be assigned to a given scan line. Also, in certain situations, sub sections of a palette can be designated (sub palettes)

Use of a stock GS RGB monitor sets limits of a maximum of 640 pixels in width and 200 lines in depth. Not to worry. Even though the absolute pixel density hasn't been increased, the Image Information has. By allowing a jump from 16 colors on a line to 256 colors, the amount of hue and shading data that reaches your eye is tremendously increased. This results in images that take on an almost photographic appearance.

For further information, contact SYNnovation directly. While the card can prove quite a boon, unless there are software houses willing to write programs for it, it will just sit and gather dust.

SYNnovation
2301 Cotton Ct.
PO Box 750396
Santa Rosa, CA

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6302 94th Street Southwest
Tacoma, Washington 98499
Phone: 582-0785 Fax: 584-2712

Trojan Horse

Continued From page 1

trojan can be triggered by setting forward the Mac system clock.

Because the second strain has a latency period during which it is nondestructive, it is much more likely to be widespread. Both trojans were originally downloaded from a local Macintosh BBS in Edmonton. The second version was part of a Stuffit! archive named 'FontFinder.sit'.

There is some evidence that these trojan horses are related, based on preliminary investigation of the code. It has been speculated that the second is an 'improved' version of the first (more sophisticated), or that the two versions were developed by two individual perpetrators working with the same trojan engine. There easily could be more versions either circulating or being developed.

This appears to be the first deliberately destructive malicious code that targets the Macintosh. There is some suspicion that one or both have been developed locally [i.e. Alberta, Canada]. There is also the possibility that one or both were uploaded from a BBS in Seattle, Washington.

There was also a third trojan, less destructive that the other two called 'Virus Info,' which is an application (this should make one suspicious immediately) that was supposed to give information on several of the recent viruses, including samples of code used in these viruses. Instead, as soon as you run the application it trashes your Finder, and then quits, causing a crash because there is no finder to exit to. There was no other apparent damage done by this trojan.

If you are the only user of your Macintosh and you use a standard set of your own software, for example Microsoft Word and MacDraw, you probably aren't in any danger of contracting the trojan horses. If in addition to the above you perhaps use MacKermit to log onto the IBM 3081 or the Library online system, you still aren't in any danger.

If you use a Macintosh that other people have regular access to, or if you get and use software from other individuals, you are at risk. If you download software from BBSes you definitely are at risk.

There is no need for panic. There is a need to practice safe computing habits:

- Back up your disks!!! This is a hedge against disaster. If your Mac was attacked by a trojan horse program, you would at least have the backups available to rebuild from. Without backups, you run the risk of losing everything.
- Use only trustworthy sources for getting public domain software.
- Let only trustworthy people use your Macintosh.
- Don't let anyone copy programs onto your hard disk without your knowledge and consent.

If you have any questions regarding this alert please call User Services Information Resource Center at (219) 239-8111.

Getting Started

Continued From page 4

The way the computer talks to itself...in the way it understands itself. You and I talk to each other in English. (is THAT what we're using here...today...?) We can understand each other very well. We can speak pretty fast to each other, because we both know what we are saying as it is said.

Works great for you and me. Doesn't work well with the computer. In fact if you don't know how to talk Russian, you would have a very hard time explaining anything in Russian. Or vice-versa. IF you could do it, it would certainly be slow and cumbersome. Having to look up words, straining to pronounce them right, and maybe not even doing it right at all.

That's what gums up the works in programming too! Well, the old computer has that one beat!

The Language then to you and me is the INTERPRETER.... the computer uses to speak to us, and us back to it, to get the necessary information, to allow the "native tongue" language (usually called "machine language") to continue (go to the "next line") its task. Different programming languages in computers all have similar objectives. Some are faster than others. Some do math better, to a finer degree, to a more infinite level...etc.

Other articles and numerous books tell about "languages," and they're a lot of fun to learn. Be advised....it's just like learning how to talk, read, write & listen all over again!

Next month — Files

Sim City

Continued From page 8

Power lines cost $5 to lay each line across the land and $25 across waterways.

So, now we've got the power, we've got the homes, we've got the commercial and industrial zones...but how do the Sims get from their homes to their places of business? You could try roads ($10 per section) or mass transit ($20 per section) tracks. This will certainly help motivate the Sims from their homes to the workplaces.

As seems to be the nature in today's world, success also breeds crime. So you had better build a police station every now and then to afford crime protection. And fire departments to offset those fiery disasters that can strike at homes and workplaces alike. (That'll run $500 per station!) And citizens enjoy their leisure time as well, so don't neglect to build a stadium when you can ($5,000).

As the commercial zones increase in size as you continually build homes, roads, and rails, more power stations will be needed. Bring in an airport and the commercial areas climb upwards. Bring in a seaport and watch your industrial zones
increase as well.

However, as you'll soon find out, all this growth brings with it a number of problems. One is pollution. Another is traffic congestion. Another is increase in criminal activity. All of the problems rest on your shoulders. To fund appropriate city departments, do you raise taxes? Check your budget on-screen. Then request the evaluation screen. The Sim citizens are not lax in voicing their opinion regarding your performance. If the taxes are too high, you'll learn the percentage of the total population that believes they should be lowered. Or is crime the most pressing issue? Read and learn and take action to prevent mass exodus from your city. Without the citizens, without the industry, without the commerce, your tax base dwindles. As the taxes dwindle, your roads, bridges, and rails also deteriorate. Keep an eye, also, on your graphs windows which show population density, the crime rate, industrial and commercial population, your cash flow, and pollution factors. Remember, a city is only as vital as its citizens. Neglect your citizens, and they'll neglect you. They can move onto another Sim City...you can't, unless you decide to quit in shame.

SimCity is an exercise in better understanding the operations of urban ergonomics. We're not certain whether all of the simulation's factors are based upon specific studies, but the game's authors include a most interesting section in the user's manual regarding the history of cities and city planning. A complete bibliography is also offered for those who might wish to delve further into the condition of city planning and analysis.

There is no other simulation quite like SimCity. It'll take a real blockbuster to shake the hold SimCity has on us as a delightful and novel entertainment that holds interest and inspires a condition most are want to behold... LEARNING! We heartily recommend SimCity for everyone's software library.

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May

		1	2	3	4	5
6	May 13th Macintosh Sig will met at 5:00pm Lakewood Library	8	9	10	May 19th 10 a.m. Apple IIgs, AppleWorks, Education & Gaming SIGs South Tacoma library 3411 So. 56th, Tacoma	
13	14	15	16	17	18	19
May 13th 7:00 p.m. General Meeting **Graphics** Apple II, IIGS, Macintosh SIGs Lakewood Library			23	24	25	26
27	June 10th 7:00 p.m. General Meeting **Beginners** Apple II, IIGS, Macintosh SIGs Lakewood Library			31		

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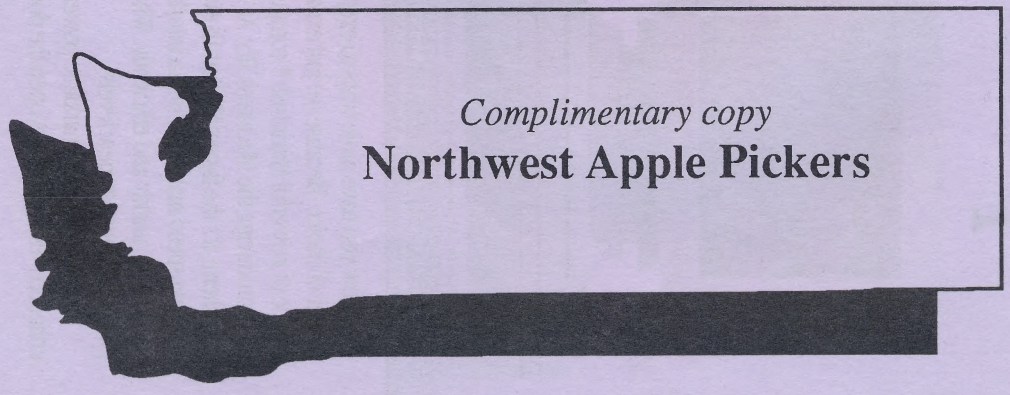

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